

In The Claims:

1. (Twice Amended) A system for supporting electronic gaming, comprising:
an event server configured to manage a game service, said event server providing a restricted access to said game service over an electronic network; and
one or more user devices configured to communicate with said event server over said electronic network by performing a wireless communications procedure to thereby allow one or more system users to participate in said electronic gaming, said one or more system users each utilizing a respective one of said one or more user devices to perform a trading transaction for negotiating a transfer of ownership rights of an electronic certificate that relates to a prize from said electronic gaming, said trading transaction being conducted directly between a source device from said one or more user devices and a target device from said one or more user devices.

21. (Twice Amended) A method for supporting electronic gaming, comprising the steps of:

managing a game service by utilizing an event server that provides a restricted access to said game service over an electronic network; and communicating with said event server over said electronic network by performing a wireless communications procedure with one or more user devices to thereby allow one or more system users to participate in said electronic gaming, said one or more system users each utilizing a respective one of said one or more user devices to perform a trading transaction for negotiating a transfer of ownership rights of an electronic certificate that relates to a prize from said electronic gaming, said trading transaction being conducted directly between a source device from said one or more user devices and a target device from said one or more user devices.